

SuperJAM! 1.1

User's Guide Addendum

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What's New

In addition to all of version 1.0c's features, SuperJAM! 1.1 includes the following new additions:

- Four Grooves for each Style
- Instrument Patches stored in each Style
- Two octave chords
- Load and save chord lists
- The Eas-O-Matic MusicMaker
- Stereo TurboSounds and TurboSamples
- General MIDI support
- One-Stop Music Shop support
- Instrument panning
- Volume and Pan Grid
- WorkBench 2.0 File Requester support
- WorkBench 2.0 Double Width and Height screen options
- Improved user-interface

If you like, place this addendum to your SuperJAM! manual before the original Table of Contents.

In this addendum, we'll fully explain all of SuperJAM!'s new features. At the end, we've offered some answers to commonly asked questions about SuperJAM!

Update Installation Procedure

NOTE → Before beginning this section, boot your Amiga running Workbench 1.3 or higher.

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Hard Disk Update:

1. Insert the SuperJAM! 1.1 update disk into any drive.
2. Double-click on the update disk in Workbench to open the update disk window.
3. Double-click on the icon labeled "Hard Disk Update."
4. The Update program will ask you to insert your original program disk into any floppy drive.

NOTE → If the Update program complains that it can not find a valid serial number, you probably ran the original installation from a backup disk. In this case, use your backup disk instead of the original program disk, or run the original program disk's installation procedure before continuing.

5. When the Update program finishes, remove the disk from your floppy drive.
6. That's it! Run SuperJAM! from your hard drive, just like you always have.

Floppy Disk Update:

1. Follow the same steps as the hard disk update procedure above, except that in step 3, double-click on the icon labeled "Floppy Update" instead.
2. The Floppy Update procedure will create new SuperJAM! disks. Run SuperJAM! from these disks from now on.

New Features And Changes

Fortunately, SuperJAM! 1.1 will load all files you have made with previous versions. In addition, the new TurboPlayer will play your old TurboSamples. However, only TurboSamples created with SuperJAM! 1.1 will play from both speakers, while old TurboSamples will play from one speaker only.

Grooves

Sometimes, during the course of a song, you may find you wish to subtly change the sound of the music. You may not wish to entirely change styles, but simply alter aspects of the present Style. We call these subtle changes Grooves.

SuperJAM! 1.1 incorporates the ability to play up to four different Grooves in every Style. We have updated the original SuperJAM! Styles to support all four Grooves.

NOTE → SuperJAM! II will still be able to play Styles created with previous versions of SuperJAM! Old Styles will simply play the same Groove on all four Grooves.

The following windows in SuperJAM! 1.1 have been changed to support Grooves:

- Keyboard window
- Individual Style window
- Section window

Please see the corresponding section of this addendum for more information on each window.

Storing Instrument Patches in a Style

A new feature in SuperJAM! 1.1 allows you to store Instrument Patches on a Style by Style basis. This means that when you change Styles, your MIDI Band will automatically be set up so that each instrument is playing your favorite patch for that Style. Please refer to the Band window section, below, for more information.

Two Octave Chords

SuperJAM! 1.1 supports chords spanning two octaves. For more information on this feature, including how to implement "slash chords," please refer to the Define Chords window section later in this addendum.

Load and Save Chord Lists

Loading and saving lists of Chords is featured in the Chords window. This makes the use of different groups of Chords easier to switch between.

The Eas-O-Matic MusicMaker

The Eas-O-Matic MusicMaker provides a method for even the non-musician to create chord changes and melodies at the touch of a key. Please refer to the Keyboard window section, below, for more information.

Stereo TurboSounds and TurboSamples

By popular demand, TurboSounds and TurboSamples now play out of both speakers. This way, you may choose which side of the stereo spectrum each instrument plays, either panned left or panned right. Unlike most MIDI instruments, however, TurboSound instruments can not be panned partially left and partially right.

NOTE → TurboSamples created with SuperJAM! II may only be played with the new TurboPlayer. They will be played with the same panning attributes as above.

Please see the Band window and Song window sections for more information.

General MIDI Support

In late 1991, the MIDI Manufacturers Association and the Japan MIDI Standards Committee approved a new standard: the General MIDI - Level 1 Specification. Many new MIDI instruments, for instance the Roland Sound

Canvas and Blue Ribbon's One Stop Music Shop, support this standard.

For your convenience, we've included a Patch Name list corresponding to the General MIDI standard. For more information, please see the Band window section.

One-Stop Music Shop Support

The One-Stop Music Shop is a 16-bit, multi-timbral stereo soundcard for your Amiga 2000, 3000, or 4000 line of computers. The card's Proteus SoundEngine provides internal, CD-quality sound on your Amiga. It also provides an additional MIDI interface, thus freeing the serial port of your Amiga to be used by other software.

The One-Stop Music Shop comes with graphical patch editing software that opens within SuperJAM! to create your own sounds. If you own The PatchMeister universal librarian, you will be able to create custom libraries of your favorite sounds, as well.

NOTE → For more information on the One-Stop Music Shop or The PatchMeister, please call or write for a free brochure.

Please see the Band window section for more information.

Instrument Panning

MIDI instrument panning is now supported via control change number 10. Please see the Band window section for more information.

WorkBench 2.0 Options

Click on the Prefs button in the SuperJAM! Quick Strip to access the environment options. Here, you can choose to use the WorkBench 2.0 file requester, a double-width screen, or a double-height screen.

Improved User-Interface

In the following section of this addendum, specific information on every new feature and enhancement is documented on a window by window basis.

The Band Window

The Band window's features, which are explained in full detail below, include the following enhancements:

- Mixing Grid
- Improved Patch Number Selection
- Instrument Patches Stored in Each Style
- General MIDI Support
- One-Stop Music Shop Support

NOTE → Access the Band window from the Keyboard window, Section windows, and Pattern grids by selecting the Band button.

Mixing Grid

We call the area on the right side of the Band window the Mixing grid. Inside the Mixing grid are the six icons representing each instrument.

The vertical, or up and down, placement of an instrument's icon determines that instrument's volume. The horizontal, or side-to-side, placement of an instrument's icon determines the instrument's panning. For example, to increase the volume of the Piano part, drag its icon toward the top of the grid; to pan it right, drag it toward the right side of the grid.

NOTE → TurboSound instruments will be heard out of the right speaker if the instrument icon is to the right of the center line of the Mixing grid, and out of the left if it is on the left side.

Moving a MIDI instrument's icon sends out MIDI control changes, which in turn affect the instrument's volume (control change #7) and panning (control change #10). Some MIDI instruments do not respond to this information. Please refer to your instrument's owners manual.

★ **TIP** ★ MIDI instruments that do not respond to volume control changes may still use the volume to velocity feature found in the individual MIDI Patch windows for each instrument.

Patch Number Selection

When using MIDI instruments in SuperJAM!, you'll find a button between the MIDI channel selector and the down/up octave buttons. This is the Patch Name list Selector button.

If you've selected an instrument's Patch Name list, you'll find a patch name shown here. If you click in this area, you'll bring up a scrolling Patch Name list.

Otherwise, SuperJAM! displays the actual patch number. To change the patch number, click in this area and hold down the mouse button. Move the mouse pointer up to increase the value, and down to decrease the value.

Instrument Patches Stored in Each Style

Two new menu commands give you the option of assigning and using a different MIDI Band for each Style. The Patches menu, accessed from the Band window, has the following two options:

1. The Use Style Patches option extracts Instrument patch information from the Style and installs it in the Band. If a particular Style has not been set up to contain this information, the Instruments defaults to your default Band patches.
2. The Copy Patches to Style command assigns the currently selected Style to the current Instrument patches defined in your Band. You must save the Style to make this change permanent. When you use the Use

Style Patches option, the Band Instruments will change to these patches.

- ★ **TIP** ★ The Styles supplied with SuperJAM II come preprepared with a good General MIDI Patch selection for each instrument. Just activate the Use Style Patches option and then select one of these Styles. Remember, if you don't like the supplied Instrument patch information, you can use the Copy Patches to Style command to put in your own.

General MIDI Support

To access the General MIDI Patch Name list, open an individual MIDI Patch window and choose the New... General MIDI option from the Patch Names menu.

Example: Using the General MIDI list for the Strings

1. To open the MIDI Patch window for the String instrument, click on the String instrument icon on the left side of the Band window.

NOTE → If the TurboSound Edit window opens instead of the MIDI Patch window, then the Instrument is set up to play TurboSounds. Close the TurboSound Edit window and click on the speaker next to the instrument icon to turn it into a MIDI connector.

2. Hold down the right mouse button to access the Patch Names menu.
3. Select New... General MIDI from the Patch Names menu.
4. Select a patch from the scrolling list or slider. Or, close the MIDI Patch window and select a patch from the Instrument's patch button in the Band window.

NOTE → The name of the instrument will appear in the Band window after a patch has been specifically selected.

The One-Stop Music Shop

The One-Stop Music Shop replaces TurboSounds with high quality 16-bit internal sounds. If you have the One-Stop Music Shop installed in your Amiga, you'll have an additional menu option available from the Band window.

To switch from TurboSounds to the One-Stop Music Shop, select the One-Stop Music Shop option from the Internal Sounds menu in the Band window. A requester will appear asking you to verify that you want to make the switch.

When the One-Stop Music Shop card is installed in your Amiga, SuperJAM! no longer needs to access the serial port. This frees your serial port to be used by other applications. However, you don't lose MIDI support because SuperJAM! uses the One Stop Music Shop's MIDI port instead.

To switch back to TurboSounds, choose the TurboSounds option from the Internal Sounds menu.

NOTE → If you do not have the One-Stop Music Shop card installed, this menu item will be ghosted, and TurboSounds will be permanently selected as your internal sound source.

Keyboard Window

The Keyboard window features the following enhancements:

- Style Embellishment buttons
- Groove buttons
- The Eas-O-Matic MusicMaker
- Solo/Piano toggle button instead of two separate buttons
- Current Chord Status Bar

Style Embellishment Buttons

The Intro, Break, Fill, End, and Groove buttons replace the original Fill button. This allows you to hear these Style embellishments from the Keyboard window.

Three important points about using Style embellishments in the Keyboard window:

1. If a Style does not contain a given embellishment, it will play the first pattern defined as a whole note pattern in the Style. If there is no whole note pattern, it will default to the first pattern defined. Ofcourse, all Blue Ribbon supplied Styles contain all four embellishments.
2. Clicking on the End button will play the Style's End embellishment, automatically stopping the performance.
3. The embellishment buttons in the Keyboard window do not affect the Section window. More specifically, to insert a Fill, Break, or change a Groove in a section, you must draw the change in the Section window with the pencil.

Groove Buttons

Now that SuperJAM! supports four Grooves per Style, you can access each of the Grooves from the Keyboard window. The four Groove buttons, labeled A, B, C and D, are located just to the left of the Intro, Break, Fill and End buttons. Change from one Groove to another by clicking on the desired button. Typically, the Grooves are designed with the least musical activity on Groove A building up to the most on Groove D. Groove C represents the best compromise, which is why it is also the default Groove.

The Eas-O-Matic MusicMaker

The Eas-O-Matic MusicMaker makes the creation of chord progressions and melodies easy! To activate, select the Eas-O-Matic MusicMaker option in the Keyboard window's Preferences menu.

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The Eas-O-Matic MusicMaker uses the Chords defined on the keys of the Keyboard in the Keyboard window. Once activated, the Eas-O-Matic MusicMaker uses the Amiga keyboard keys to help you select chords and melody. The first four keys on the bottom row of your keyboard select the chord:

- The 'Z' key causes the current Chord to be randomly changed to the Chord a second or seventh above or below the current Chord.
- The 'X' key causes the current Chord to be randomly changed to the Chord a third or sixth above or below the current Chord.
- The 'C' key causes the current Chord to be randomly changed to the Chord a fourth or fifth above or below the current Chord.
- The 'V' key causes the current Chord to be changed to the root (I) Chord of the key.

If this sounds too technical, don't worry. They all sound great, each has a slightly different flavor and you'll quickly get a feel for it

Tap out the melody with the four keys on the right:

- The 'M' key causes a melody note to be randomly chosen from the current Chord if the Style is on the first beat of a measure, and randomly chosen from the current Key if the Style is on any other beat. Try tapping on this key as the music plays and listen to the melody it creates.

For better control of the melody, you can use the remaining three keys:

- The '<' key causes a melody note to be randomly chosen from the current Chord.
- The '>' key causes a melody note to be randomly chosen from the current Key.
- The '/' key causes a melody note to be randomly chosen from any note.

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NOTE → While the *Eas-O-Matic MusicMaker* is active, a control window will be open. Click on one of the buttons in this window to access the same functions as on the Amiga keyboard.

Solo/Piano Button

The Solo button and Piano button have been combined into a single button. To toggle between Solo mode and Chord mode, click this button.

Current Chord Display

While the Keyboard window is open, chord changes performed from the keyboard appears immediately in the right side of the Keyboard window's title bar. Chords selected from the Define Chords window are also displayed in this title bar while a Style is performing. Please see the next section, the Define Chords window, for more details.

Define Chords Window

The Define Chords window features the following enhancements:

- Improved Interface
- Loading and Saving Chord Lists
- Automatic Default Chord List Saving
- Chord Control Buttons
- Two Octave Chords

Please refer to the question and answer section at the end of this addendum for more information on using chords.

Improved Interface

The Enter and Remove buttons in the Define Chords window have been replaced by menu commands (see below). The Select button has been replaced by a permanent scrolling list of chords on the left side of the window.

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NOTE → The scrolling list of chords is organized alphabetically.

To create new chords, choose the menu option "New" from the Chord menu. This option replaces the old Enter button. It creates a new, blank chord. Name the chord and click on the notes you would like to be in the chord.

To remove a chord from your chord list, select the chord you wish to remove. Choose the menu option "Remove" from the Chord menu to remove the chord. This option replaces the old Remove button.

Loading and Saving Chord Lists

The Define Chords window's Chord List menu allows you to load and save custom Chord Lists.

Use the New... Empty command to clear out all existing Chords. The New... Default command clears out all existing Chords, and loads in the Default Chord List.

The Load... and Save... commands load and save Chord Lists, respectively.

The Revert command resets the Chord List to the list that existed when you first opened the Define Chords window.

Automatic Chord List Saving

When you close the Define Chords window, SuperJAM! automatically saves any new chords you've entered and any changes you've made. A file with the name "chordlist" that resides in the same directory as SuperJAM! keeps track of these changes.

NOTE → If you use a single floppy system, each time you close the Define Chords window, SuperJAM! will ask you to insert your program disk if it is not already in a drive so that it can save the 'chordlist' file.

Two Octave Chords

Now, you can play all of those great 13th chords you've been wanting to play, since SuperJAM! now features the ability to create chords with a two octave span. And, to support more sophisticated voicings, you can enter chords with more than four notes.

SuperJAM! now divides a chord into two parts. It sends the top three or four notes of the chord to all instruments except the Bass, which receives the bottom three or four notes of the chord. If a chord contain less then four notes, all instruments receive the same notes. If there are more than eight notes in a chord, the middle notes are never used by SuperJAM!

To hear some sophisticated examples of Two Octave Chords, listen to the Section Demos included with SuperJAM! 1.1.

Chord Control Buttons

Three new buttons in the Define Chords window control the way chords are performed: the Invertable, Chord Size, and Top Chord buttons. Let's look at these in order:

Simply put, some chords do not sound good inverted. The first button, Invertable, enables or disables inversion on a chord-by-chord basis. By default, SuperJAM! enables the inversions option. The Invertable button augments the Inversion option in the Style creation window. Please see your original SuperJAM! manual for more information on Style creation, if necessary.

The second button, Chord Size, controls whether SuperJAM! considers a Chord to be grouped into three notes or four notes. When this button is active, SuperJAM! sends the bottom four notes of the Chord to the Bass, and the top four notes to all other instruments. When this button is inactive, SuperJAM! sends only the bottom three notes of the Chord to the Bass, and only the top three notes to all other instruments.

- ★ TIP ★ The Chord Size button can come in handy when creating polychords and slash chords.

Since SuperJAM! sends the bottom notes of the Chord to the Bass, and the top notes to the other instruments, sometimes the top part of really fat chords become too high in pitch. The third button, Top Chord Octave, lowers the top part of the Chord by an octave. Use this button when your Chord is playing too high. Ofcourse, this button has a more pronounced effect if the chord is not Invertable.

- ★ TIP ★ It helps immeasurably to have SuperJAM! performing while you design your chord, so you can immediately hear the results in the Style of your choice.

Slash Chords

You might want to incorporate slash chords into your compositions. Basically, a slash chord is a normal chord with an uncommon root note in the bass. For instance, G/C is a G major chord with C in the bass. To create this effect in SuperJAM!, we have to trick SuperJAM! into thinking that it is playing a chord which it isn't:

Open the Define Chords window by clicking on the Chords button in the Quick Strip. Push the Select button, and choose the V/I chord. The active notes (in C major) are: C, G, B, and D. To incorporate a G/C chord into your composition, you would enter a C V/I chord, since G is the fifth note of the C major scale. To implement a Bb/Eb chord, you would input an Eb V/I chord, since Bb is the fifth note of the Eb major scale.

Incorporating slash chords into your sections requires a little knowledge of music theory. You need to be able to figure out how the basic chord relates to its root. Then, you will know whether you need to use a V/I chord, a IV/I chord, etc. In no time, you will be creating and utilizing your own slash chords in your SuperJAM! compositions.

Section Window

There have been two important additions to the Section window:

- Duplicator button
- Grooves

Duplicator Button

Use the Duplicator button to easily copy chords. The Duplicator copies existing chords and allows you to drag them to other parts of your Section. Simply click on the chord you wish to copy, and drag it to its new location.

Grooves

NOTE ➔ For more information on Grooves, please read the previous section on Grooves at the beginning of this addendum.

Grooves may be entered into a Section the same way a Fill or an Ending would. To enter a Groove, click with the Pencil directly on top of a measure number. A pop up list appears. Select the Groove you want and release the mouse button.

Four important points about Grooves:

1. By default, Groove A plays. To override this, select another Groove.
2. Groove changes last until the next Groove change.
3. Intros, Breaks, Fills, and Endings are unaffected by Grooves.
4. When you create a new Section, SuperJAM! copies the currently selected Groove in the Keyboard into the beginning of the Section.

Song Window: Stereo Turbosamples

The only change in the Song window is an additional menu option: the Stereo option in the TurboSample menu. To create stereo TurboSamples, make sure that this option is checked.

NOTE → The Song window must be active to access this menu.

Then, select Record from the TurboSample menu as always, to create the TurboSample.

Individual Style Window

Access the Individual Style window by either selecting New from the Style window, or double clicking on an existing Style name. The only change to this window is the addition of the A, B, C, and D Groove buttons.

To assign a Groove or Grooves to a Pattern, highlight the Pattern and select the desired Groove(s). This process is exactly the same as the procedure in which you apply labels such as Fill and Intro to Patterns. Please see page 133 of your original SuperJAM! manual for a detailed description..

Pattern Grid

For Bars&Pipes Professional users, ClipBoard operations have been added to the Pattern grid in the SuperJAM! accessory.

From the Grid menu in the Pattern grid, we've added two new options:

- Copy to ClipBoard
- Paste from ClipBoard

The Copy to ClipBoard option opens the Bars&Pipes ClipBoard window (if it is not already open) and copies the selected Pattern into it. If you copy a Pattern from a Section window's Pattern grid, Copy to ClipBoard copies the entire

contents. If you copy a Pattern from an Individual Style's Pattern grid, it copies the selected variations as they appear in the grid.

The Paste from ClipBoard option copies the highlighted Clip in the Bars&Pipes Professional ClipBoard window into the Pattern grid. Again, if you paste a Clip into an Individual Style Pattern grid, it copies the Clip into all selected variations.

NOTE → If you attempt to paste a Clip longer than the selected Pattern, it will paste only the measures which will fit into the Pattern.

Example: Using the ClipBoard

In this example, we'll copy a Piano pattern from the Shuffle Style into a Bars&Pipes Professional track, modify it, and paste it back into the Shuffle Style pattern:

1. Open the Shuffle Individual Style window. (Please see pages 131-133 of your original SuperJAM! manual if you have any trouble doing this.)
2. Click on the Piano instrument's gadget in the Individual Style window to open the Piano Pattern grid.
3. Let's copy variation number 11 to the ClipBoard. Activate the Solo button and click on variation number 11. (Please see pages 137-139 of your original SuperJAM! manual if you have trouble.)
4. Select Copy to ClipBoard from the Grid menu.
5. Activate an empty Bars&Pipes Professional Track by clicking on it with the mouse. The Track should be set

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up as a 4/4 time signature, to match the Shuffle pattern.

6. Click on the Solo button to solo the track for the ClipBoard operation.
 7. Select Paste from the Bars&Pipes Professional Edit menu to paste the Pattern into measure one.
 8. Edit measure one of the Track in any way you see fit.
 9. After editing, close the Edit window (if you've opened it).
 10. Place the left Edit Flag on the left side of measure one, and the right Edit Flag on the right side of measure one. (These are the purple triangular flags in the Track display.)
 11. Click on the Solo button to solo the Track.
 12. Select Copy from the Edit menu to copy the measure into the ClipBoard.
 13. Click on the Shuffle pattern grid to activate it.
 14. Select Clear from the Grid menu to clear the existing information.
 15. Select Paste from ClipBoard to finish the operation.
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Commonly Asked Questions

Question: What is the difference between using the Save option from the Section window, Song window, and SuperJAM! Quick Strip?

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Answer: Using the Save option from the Quick Strip and the Song window both save everything, including the Song and all of its Sections, the Keyboard window, and the Band. Saving from the Section window saves only the individual Section and Section Band.

Question: When I load a Section, why does it sometimes use the default Band and sometimes replace it with a different Band?

Answer: If a Section was saved with the Export command instead of the Save command from the Section window, it uses the default Band. If it was saved with the Save command, the Band information for that Section is saved along with the Section.

Question: How can I save the Band configuration and Drum Map that I set up in the Keyboard Band window to be the default?

Answer: Use the Save As Default menu option from the Keyboard menu.

Question: If I don't have a hard drive, how can I access the Styles on the Extras disk?

Answer: Choose Load from the Style window menu. Then, insert the Extras disk into any drive. The name of the Extras disk will appear in the Available Volume list in the file requester. It may be necessary to use the up/down arrows to scroll through the list. Click on the Extras disk volume name. A directory listing will appear. Click on the Styles directory name. Then, click on the name of the Style you wish to load and select Load. From now on, until you remove the Style by selecting the Remove option from the Styles menu, SuperJAM! will ask you to insert your Extras disk whenever you run SuperJAM!, and will automatically load the Style.

Question: What can I do if my MIDI keyboard is not supported by SuperJAM!?

Answer: All MIDI keyboards are supported by SuperJAM! It may happen that a Patch Name list is not provided for your particular MIDI instrument. It is very easy to create your own. Please refer to page 118 of your original SuperJAM! manual for more information.

Question: What is a good MIDI keyboard to use with SuperJAM!?

Answer: Almost any multi-timbral keyboard is acceptable. You will also probably want the keyboard to provide percussion sounds. Depending on how much you wish to spend, you can get better sounds, velocity sensitive keys, mono or poly aftertouch, and hosts of other options. Ask your local MIDI instrument dealer for more information.

Question: What are the Load Chord and Save Chord menu options in the Define Chords window for?

Answer: If you want to remove a Chord from your Chord list, but don't want to lose it forever, you can Save the Chord using the Save Chord menu option. After removing the Chord, if you ever want the Chord back all you have to do is load it in using the Load Chord menu option.

Question: What's in the Chords drawer on my Program disk?

Answer: The Chords drawer, or directory, contains example chord progressions to be used in Sections. To access these chord changes, create a new Section and use the Load command under the Chords menu in the Section window. Presently, there is no way for you to know how many measures long a chord progression will be, so you will need to experiment with different Section lengths when loading chord progressions. Please see pages 55-56 of your original SuperJAM! manual for more information.

Question: Why don't Styles keep exact time? I've noticed that if I load a SuperJAM! created performance into a

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sequencer, the notes don't always line up perfectly on the beat. Sometimes I'd like it to be more mechanical.

Answer: In many Styles, the notes in the Styles use the TIME: and RANGE: options discussed on pages 157 and 158 of your original manual. These parameters give Styles a looser feel. If you prefer a more strict and mechanical feel, set these parameters to zero for each note, especially the RANGE: parameter.

Question: When I create a MIDI file from the Song window, how can I save my melody instrument along with the other instruments?

Answer: SuperJAM! now automatically saves the melody instrument when it creates MIDI files.

Question: Sometimes, with a Style I've created, SuperJAM! ignores Intro, Break, Fill, or End commands.

Answer: Make sure that you've created a Pattern in the Style for each of the special commands and set the appropriate flags (Intro, Break, Fill, End, Groove A, etc.) for each Pattern.